

time card

pressun press

1. introduction

Second Shift module for time delineation. Playing cards and polyhedral dice are required.

2. play

High Roller draws one card per shift-hour. Ace to Queen correspond with one hour in the twelve hour shift. If a card matches the current shift-hour or the King is drawn then the customer or event is a conflict. Suit of card drawn determines difficulty.

1	2	3	4
♠	♣	♦	♥
Easy	Tricky	Hard	Wicked

3. shift

Each shift is twelve hours. Each employee must roll a percentile¹ each shift-hour. Whoever rolls the lowest must deal with the result.

Employees who roll within the customer range may choose to deal with a trivial customer. Player rolls 1d20 to determine tip if they are in a tipped position. Anyone in the same location as an event or not dealing with a customer may help whoever is dealing with the event.

Employees can only work on duties or take breaks when not dealing with a customer or event. Employees are required to take a one hour break per night. Breaks must spent in the Employee Area. No conflict can be attempted while on break unless compelled by the High Roller.

1	Ace	19:00 / 7PM	1%-40% Event	41%-100% Customer
2	2	20:00 / 8PM	1%-50% Event	51%-100% Customer
3	3	21:00 / 9PM	1%-60% Event	61%-100% Customer
4	4	22:00 / 10PM	1%-70% Event	71%-100% Customer
5	5	23:00 / 11PM	1%-80% Event	81%-100% Customer
6	6	00:00 / 12AM	1%-90% Event	91%-100% Customer
7	7	01:00 / 1AM	1%-80% Event	81%-100% Customer
8	8	02:00 / 2AM	1%-70% Event	71%-100% Customer
9	9	03:00 / 3AM	1%-60% Event	61%-100% Customer
10	10	04:00 / 4AM	1%-50% Event	51%-100% Customer
11	Jack	05:00 / 5AM	1%-40% Event	41%-100% Customer
12	Queen	06:00 / 6AM	1%-30% Event	31%-100% Customer

4. notice

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¹ 1d100